



ANGEL OF DECAY

Rotting Facsimile of Divinity

Habitat: Planar (Abyss, Shadowfell), Underdark, Urban; **Treasure:** Arcana, Relics

An angel of decay is a humanoid, winged creature who appears semi-skeletal, with rotten flesh hanging from their frame like tattered rags. They are incredibly powerful undead creatures fashioned in a form that mocks creatures of the upper planes. They are typically created as powerful servants to even more capable masters of undeath. Only the most fearsome necromancers or extraplanar beings could hope to command their necrotic fury without being destroyed themselves. Angels of decay are intelligent, and when left to their own devices will follow their natural instinct to absorb life energy from all those they come in contact with, creating undead servants of their own.

In the distant past, a host of angels were dispatched to fell the demon prince, Orcus, lord of the undead. The host of celestial beings was slain by the demon and their corpses raised as undead mockeries of their former glory, serving as a warning

to any and all who would seek to defy the power of undeath. While not all angels of decay are literally made using the flesh of angelic creatures, they continue to serve their intended purpose.

ANGELIC CREATORS

1d6	The Angel of Decay Was Created by...
1	A foolish cleric who failed to summon an angel.
2	A powerful wizard seeking the secrets of lichdom.
3	A death knight who is actively hunting their rival.
4	Nobody. It manifested as a result of desecrated ground.
5	A lich who raises celestials as undead.
6	A powerful demon attempting to get to the Material Plane.

Angel of Decay

Medium Undead, Chaotic Evil

AC 17 **Initiative** +6 (16)

Hit Points 207 (18d8 + 126)

Speed 30 ft., Fly 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+14	DEX 22	+6	+14	CON 25	+7	+10
INT 17	+3	+6	WIS 20	+5	+13	CHA 17	+3	+6

Skills Arcana +8, Insight +10, Perception +10, Stealth +11

Immunities Poison; Exhaustion, Poisoned

Resistances Bludgeoning, Necrotic, Piercing, Slashing

Senses Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common

Challenge 13 (XP 10,00; PB +5)

Traits

Magic Resistance. The angel of decay has Advantage on saving throws against spells and other magical effects.

Unholy Grace. The angel of decay grants a bonus equal to its Charisma modifier to all allies in a 15 foot emanation, including itself (already factored into its saving throws).

When the angel of decay is not flying, enemies who start their turn within the emanation are subject to the following effect. *Constitution Saving Throw*: DC 18. Failure: 17 (5d6) Necrotic damage, the creature is Poisoned, and the angel of decay regains 15 Hit Points. Success: Half damage.

Actions

Multiattack. The angel of decay makes three rotting claw attacks. It can replace any attack with a use of Rotting Gaze.

Rotting Claw. *Melee Attack Roll*: +11 to hit, reach 5 ft. *Hit*: 17 (2d10 + 6) Slashing damage plus 5 (1d10) Necrotic damage.

Rotting Gaze. *Constitution Saving Throw*: DC 18, one creature the angel of decay can see within 120 feet. *Failure*: 35 (8d8) Necrotic damage. Success: Half damage.

Bonus Actions

Call To Serve (3/Day). The angel of decay casts *Animate Dead* (4th level version).

Reactions

Repulsive Defiance. *Trigger*: The angel of decay takes Radiant damage from an attack or spell being cast. *Response*: The angel of decay moves up to half its speed and uses its Rotting Claw.

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